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Amendments to the Claims

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Claim 1 (Currently amended): A method for synchronizing an event on a plurality of client apparatuses, comprising the steps of:

- (a) connecting a plurality of client apparatuses via a network;
- (b) embedding an application program on a site on the network;
- (c) sending requesting information from a server on the network utilizing the application program, wherein the information relates to a[[n]] scheduled event to be played back simultaneously on the client apparatuses; and
- (d) sending receiving a script for displaying the information; and
- (e) sending an object for allowing the scheduled event to be played back simultaneously on the client apparatuses, the object adapted to start the scheduled event simultaneously on the plurality of client apparatuses upon detection of an activation signal.

Claim 2 (Original): A method as recited in claim 1, wherein the application program is further adapted to send a request to retrieve commands from the server for use with a playback device of one of the client apparatuses.

Claim 3 (Original): A method as recited in claim 2, wherein the playback device includes a digital

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video disc (DVD) player.

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Claim 4 (Currently amended): A method as recited in claim 2, wherein the commands are adapted to playback the scheduled event on the playback device simultaneous with the playback of the scheduled event on the remaining client apparatuses.

Claim 5 (Currently amended): A method as recited in claim 2, wherein the command includes a start time when the playback of the scheduled event is to begin on each of the client apparatuses.

Claim 6 (Original): A method as recited in claim 1, wherein application program is a JAVA applet and the script is JavaScript.

Claim 7 (Currently amended): A computer program embodied on a computer readable medium for synchronizing an event on a plurality of client apparatuses, comprising:

- (a) a code segment for connecting a plurality of client apparatuses via a network;
- (b) a code segment for embedding an application program on a site on the network;
- (c) a code segment for sending ~~requesting~~ information from a server on the network utilizing the application program, wherein the information relates to a[[n]] scheduled event to be played back simultaneously on the client apparatuses; and
- (d) a code segment for sending ~~receiving~~ a script for

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displaying the information; and
(e) a code segment for sending an object for allowing
the scheduled event to be played back
simultaneously on the client apparatuses, the
object adapted to start the scheduled event
simultaneously on the plurality of client
apparatuses upon detection of an activation signal.

Claim 8 (Original): A computer program as recited in claim 7, wherein the application program is further adapted to send a request to retrieve commands from the server for use with a playback device of one of the client apparatuses.

Claim 9 (Original): A computer program as recited in claim 8, wherein the playback device includes a digital video disc (DVD) player.

Claim 10 (Currently amended): A computer program as recited in claim 8, wherein the commands are adapted to playback the scheduled event on the playback device simultaneous with the playback of the scheduled event on the remaining client apparatuses.

Claim 11 (Currently amended): A computer program as recited in claim 8, wherein the command includes a start time when the playback of the scheduled event is to begin on each of the client apparatuses.

Claim 12 (Original): A computer program as recited in

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claim 7, wherein application program is a JAVA applet and the script is JAVAscript.

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Claim 13 (Currently amended): A system for synchronizing an event on a plurality of client apparatuses, comprising:

- (a) logic for connecting a plurality of client apparatuses via a network;
- (b) logic for embedding an application program on a site on the network;
- (c) logic for sending ~~requesting~~ information from a server on the network utilizing the application program, wherein the information relates to a[[n]] scheduled event to be played back simultaneously on the client apparatuses; and
- (d) logic for sending ~~receiving~~ a script for displaying the information; and
- (e) logic for sending an object for allowing the scheduled event to be played back simultaneously on the client apparatuses, the object adapted to start the scheduled event simultaneously on the plurality of client apparatuses upon detection of an activation signal.

Claim 14 (Original): A system as recited in claim 13, wherein the application program is further adapted to send a request to retrieve commands from the server for use with a playback device of one of the client apparatuses.

Claim 15 (Original): A system as recited in claim 14,

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wherein the playback device includes a digital
video disc (DVD) player.

Claim 16 (Currently amended): A system as recited in
claim 14, wherein the commands are adapted to
playback the scheduled event on the playback device
simultaneous with the playback of the scheduled
event on the remaining client apparatuses.

Claim 17 (Currently amended): A system as recited in
claim 14, wherein the command includes a start time
when the playback of the scheduled event is to
begin on each of the client apparatuses.

Claim 18 (Original): A system as recited in claim 13,
wherein application program is a JAVA applet and
the script is JavaScript.
